SOLUTIONS, MATLAB Problems, Problem Set 1

18.06 Fall '12

This problem set is due Thursday, September 13, 2012 by 4pm in 2-255. The problems are out of the 4th edition of the textbook. For computational problems, please include a printout of the code with the problem set (for MATLAB in particular, diary("filename") will start a transcript session, diary off will end one, also copy and paste usually work as well.)

7. **Q:** (This computational problem will ask you to open up your favorite computational package, and figure out how to enter a matrix, to matrix multiply, and take the transpose of a matrix. It also asks you to find a pattern.) The 4x4 Pascal Matrix is

$$P = \left(\begin{array}{rrrr} 1 & 1 & 1 & 1 \\ 1 & 2 & 3 & 4 \\ 1 & 3 & 6 & 10 \\ 1 & 4 & 10 & 20 \end{array}\right).$$

Look up Pascal's triangle, if you have never heard of it before. A closely related triangle is the lower triangular 4x4 Pascal Matrix

$$L = \left(\begin{array}{cccc} 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 2 & 1 & 0 \\ 1 & 3 & 3 & 1 \end{array}\right).$$

Verify on the computer that $P = LL^T$. (L times the transpose of L.) Continue the pattern and create the 5x5 P and the 5x5 L on the computer and verify again that $P = LL^T$ in the 5x5 case.

7. A: The 4-by4 Pascal matrix can be produced either with the command

or

Next the lower triangular factor:

$$>> L = [1,0,0,0; 1,1,0,0; 1,2,1,0; 1,3,3,1]$$

L =

```
1
               0
                      0
                            0
        1
               1
                      0
                            0
        1
               2
                      1
                            0
        1
               3
                      3
                             1
(One could also use MATLAB's Cholesky factorization: >> L = chol( P )')
   Then check L times its transpose:
   >> L*L'
   ans =
        1
                            1
        1
               2
                      3
                            4
        1
               3
                      6
                            10
        1
               4
                     10
                            20
(Recall that MATLAB uses 'for transpose.)
   Repeating for the 5-by-5 case:
   >> P = pascal(5)
   P =
        1
               1
                      1
                            1
                                   1
        1
               2
                      3
                            4
                                   5
               3
        1
                      6
                            10
                                  15
        1
               4
                     10
                            20
                                  35
        1
               5
                     15
                            35
                                  70
   >> L = [ 1,0,0,0,0; 1,1,0,0,0; 1,2,1,0,0; 1,3,3,1,0; 1,4,6,4,1 ]
   L =
        1
               0
                      0
                             0
                                   0
        1
               1
                      0
                            0
                                   0
               2
        1
                      1
                            0
                                   0
               3
                      3
        1
                            1
                                   0
               4
                      6
        1
                            4
                                   1
   >> L*L'
   ans =
        1
               1
                      1
                             1
                                   1
        1
               2
                      3
                            4
                                   5
        1
               3
                      6
                                  15
                            10
        1
               4
                     10
                            20
                                  35
```

- 9. **Q:** (This problem is an investigation on a computer.) Create an identity matrix (for example, in MATLAB, I=eye(5)) and a permutation vector (example p=[3 4 1 2 5]). Create a permutation matrix by permuting the columns (example P=I(:,p)). Compute matrix powers (P,P^2,P^3,P^4,...) Which is the smallest positive power that returns P to the identity? Find five different p's, each with the property that $P^k = I$, for k = 1, 2, 3, 4, 5 and k is the smallest such value. Hint: when k = 1, the answer is p=[1 2 3 4 5]. When k=5, the answer is p=[2 3 4 5 1]. Now you should find the answers when k=2,3, and 4.
 - 9. **A:** Answers to this one will vary. Here is one approach. First create an identity matrix and a permutation vector:

$$>> I = eye(5)$$

I =

1	0	0	0	0
0	1	0	0	0
0	0	1	0	0
0	0	0	1	0
0	0	0	0	1

$$>> p = [1,2,4,5,3]$$

(I just picked p at random, others will do.) Next, use these to make a permutation matrix:

$$>> P = I(:,p)$$

P =

1	0	0	0	0
0	1	0	0	0
0	0	0	0	1
0	0	1	0	0
0	0	0	1	0

Now successively raise to P to larger powers until the result is I: $>> P^2$

ans =

To find P's that return $P^k = I$ for k = 2, 3, 4, there are a few approaches. One is trial and error, which I'll leave to you.

A second is to use some reasoning. For example, in the case above, P leaves the first two rows alone and cycles rows 3 through 5. In other words, successive application of P goes like $[1,2,4,5,3] \rightarrow [1,2,5,3,4] \rightarrow [1,2,3,4,5]$.

So to get k = 2, we could try a P that fixes 3 rows and cycles 2 rows:

>> P^2

0

0

ans =

0

1

0

Similarly, to get k = 4, we could try a P that fixes 1 row and cycles 4 rows:

$$>> p = [1,5,2,3,4]$$

p =

```
1 5 2 3 4
>> P = I(:,p)
P =
                   0
              0
                        0
    0
         0
              1
                   0
    0
         0
              0
                   1
                        0
    0
         0
              0
                   0
                        1
    0
         1
              0
                   0
                        0
>> P^2
ans =
    1
         0
              0
                   0
                      0
    0
         0
                        0
              0
                   1
    0
         0
              0
                   0
                        1
    0
         1
              0
                        0
                   0
         0
    0
              1
                   0
                        0
>> P^3
ans =
   1
         0
              0
                  0
                       0
    0
         0
              0
                   0
                       1
    0
         1
              0
                   0
                        0
    0
         0
              1
                        0
    0
         0
              0
>> P^4
ans =
    1
         0
              0
                   0
                        0
```